

# SEQUENCE OF PLAY

## 1 HERO UPGRADE PHASE (SIMULTANEOUS)

- Boost Rift Skull Pool (Rift Lord only)
- Heal (Heroes at Rift)
- Upgrade Rift Display (3 Skulls/player)
- Upgrade Weapon
- Buy Gear
- Place Trap

## 2 MINION PHASE (SEQUENTIAL)

1. Enemies already on the Map move from their current Tile closer to the Rift. Move enemies on Tiles closest to the Rift first, then work backwards.
2. The new Wave enters. Pull one Card from each Army, and place the new Minions as though entering from off-Map.
3. Traps Fire: Go through the Tiles in any order, firing all traps in a single Tile before moving on to the next Tile (all traps in a Tile can add their results together).
4. Enemies in the Rift vanish, damaging it. (Gnolls or Lions in the Rift do not vanish.)
5. Remaining non-stunned enemies attack as Groups—each Group attacks a single Hero.
6. Stand Stunned enemies back up.

## 3 HERO ACTION PHASE

Heroes' Turns. Each Hero takes a turn, starting with the Rift Lord and proceeding clockwise. Each Hero does as many actions as he likes, but only one of each Action.

- **Attack (or Recover from Stun)**
- **Move (or Recover from Stun)**
- **Push (in Lava and Acid Tiles)**
- **Special Actions (Ability, etc.)**

## 4 UPKEEP PHASE (SIMULTANEOUS)

- Level Preparation (only if it is time for a new Level to start).
- The Rift Lord Token passes to the next player.
- Courage Skulls (1 Skull/Level for each Hero in enemy fortress [Rivalry only]).
- Resurrection: All dead Heroes respawn on the Map, fully healed.
- Restock Rift Display Shop.